ADIPOSE (YOUNG)

MATRON COFELIA

AUTON

ADIPOSE (YOUNG)

Awareness 2 **Coordination 1** **Ingenuity 1**
Presence 2 **Resolve 1** **Strength 1**

Traits: Alien
Alien Appearance

Skills: None (newborn Adipose are innocent waddling creatures)

Story Points: 1

AUTON

Awareness 2 **Coordination 2** **Ingenuity 1**
Presence 1 **Resolve 2** **Strength 5**

Traits: Alien
Armour (Minor) (Tough plastic) -5 to damage.
Fear Factor (1) - Gains +2 to actively scare.
Immunity (Bullets)
Natural Weapon (Blaster) - The Auton's right hand opens to reveal a blaster that can do 5 points of damage (5(2/5/7)).
Networked (Minor) – the Autons are all aware of each other but are controlled by the Nestene Consciousness. They have no independent thought.
Slow (Minor) – the Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).
Weakness (Major) – if the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

Skills: Fighting 2, Marksman 2, Subterfuge (Disguise as shop dummy) 1.

Story Points: 1-2

MATRON COFELIA

...of the Five Straighten Classabindi Nursery Fleet Intergalactic Class

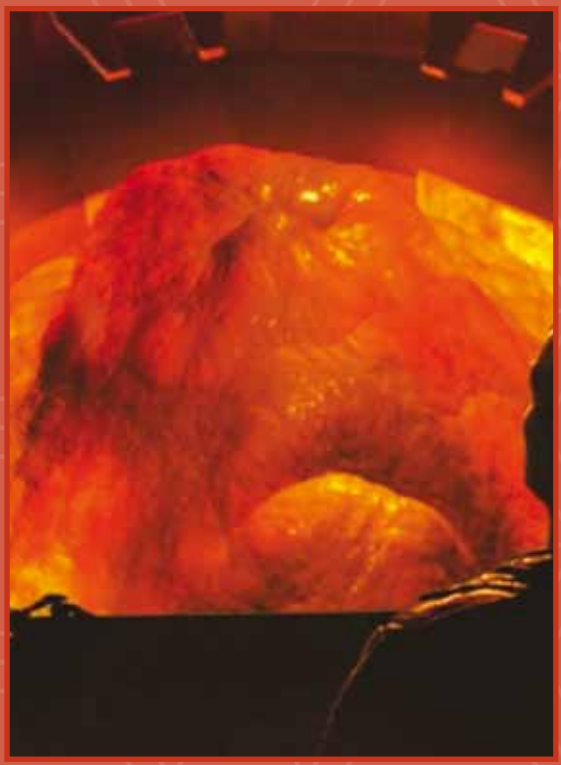
Awareness 4 **Coordination 2** **Ingenuity 3**
Presence 3 **Resolve 4** **Strength 2**

Traits: Alien
Attractive - Miss Foster gets +2 to Presence rolls that may be effected by her appearance.
Empathic - To successfully raise and understand her "children", Miss Foster has an innate ability to empathise with them, gaining a +2 bonus to rolls to discern the feelings or motives of someone.
Obligation - Miss Foster has been hired by the Adiposian families to look after their children
Voice of Authority - Being a "nanny" means that when she speaks, the kids will listen.

Skills: Convince 4, Fighting 1, Knowledge 3, Medicine 2, Science 2, Technology 4

Story Points: 2-4

NESTENE CONSCIOUSNESS



FACSIMILE AUTON

ANIMATED PLASTIC

THE BEAST

FACSIMILE AUTON

Awareness 2 **Coordination 3** **Ingenuity 1**
Presence 2 **Resolve 2** **Strength 5**

Traits: Armour (Minor) – Tough plastic skin reduces damage by 5.
Dependency (Minor) – The subject must be held by the Nestene, otherwise the facsimile reverts to normal Auton intelligence.
Immunity (Bullets) – Bullets are useless.
Natural Weapon – The facsimile can change the shape of its arms and legs into cutting or bashing weapons (Minor Trait, Strength +2 damage (7(3/7/10).
Weakness (Major) – If the controlling signal from the Nestene Consciousness is blocked or severed, the facsimile becomes useless plastic and is immobilised.

Skills: Convince 1, Fighting 2, Knowledge 1, Subterfuge (Disguise) 2

Story Points: 3-5

NESTENE CONSCIOUSNESS

Awareness 3 **Coordination 2** **Ingenuity 6**
Presence 4 **Resolve 4** **Strength 5**

Traits: Alien
Alien Appearance
Fear Factor (1) – Gains +2 to actively scare.
Hypnosis (Major) – Controls its agents.
Immunity (All Ballistic Weapons) – guns, bullets and explosives do nothing to it.
Natural Weapons (Tentacles) – Can crush and bash their target (Minor Trait, Strength +2 damage (7(3/7/10)).
Psychic – It communicates and controls with a powerful telepathic signal amplified through conventional technology. Without the boost, it can still control the weak willed within its presence to create agents to do its bidding.
Slow (Major) – Rolls as a boiling mass with a Speed of 0.5.

Skills: Convince 3, Fighting 2, Knowledge 6, Science 2

Story Points: 8-10

THE BEAST

Awareness 6 **Coordination 2** **Ingenuity 8**
Presence 5 **Resolve 6** **Strength 12**

Traits: Alien
Alien Appearance
Fear Factor (4) - The Beast looks like evil incarnate and gains a +8 bonus when actively trying to scare someone.
Possess - The Beast can possess and control people to do his bidding while he remains physically imprisoned, and even transfer his consciousness into an unsuspecting victim.
Psychic
Telepathy - The Beast can mentally contact and communicate with people far from his prison.

Skills: Convince 4, Fighting 2, Knowledge 6, Subterfuge 4

Story Points: 8-12

ANIMATED PLASTIC

Awareness 2 **Coordination 2** **Ingenuity 1**
Presence 1 **Resolve 1** **Strength 3-6**

Traits: Armour (Minor) – Hardy plastic, reduce damage taken by 5.
Natural Weapons – Some animated items have tentacles (+2 to Strength for close combat damage), while others have small projectile weapons (like the Auton blaster) (5(2/5/7)).
Networked – The items are connected to the Nestene.
Weakness (Major) – If the signal from the Nestene is blocked or severed, the item becomes simple plastic again, and immobile.

Skills: Fighting 3, Marksman (if it has a projectile attack) 1

Story Points: 0

CARRIONITES

LILITH

MOTHER BLOODTIDE AND DOOMFINGER

CASSANDRA

LILITH

Awareness 4 Coordination 4 Ingenuity 4
Presence 3 Resolve 5 Strength 2

Traits: Alien
Attractive - Lilith's young "human" form, gets +2 to Presence rolls affected by appearance.
Fear Factor (1) - Gains +2 to actively scare.
Flight - In human form, Lilith can 'float' around on a broomstick (open flight Speed 5).
Immortal - The Carrionites are eternal.
Shapeshift - Lilith can appear as both the youthful 'maiden' and aged 'crone', it is also assumed that she can revert to a natural Carrionite form.
Special (Word-Based Magic) - As a normal Carrionite, though Lilith is more powerful (+2 bonus on rolls). She can also cooperate with Mothers Bloodtide and Doomfinger, (see Cooperation rules, **Gamemaster's Guide** p.38).

Skills: Athletics 2, Convince 4, Craft (Sculpture) 2, Fighting 3, Knowledge 3, Medicine 1, Subterfuge 2

Story Points: 10

CARRIONITES

Awareness 3 Coordination 4 Ingenuity 4
Presence 3 Resolve 5 Strength 3

Traits: Alien, Alien Appearance
Fear Factor (1) - Gains +2 to actively scare.
Flight – Carrionites can fly. In human form, they they may appear to use a broomstick.
Immortal – Carrionites seem to be eternal.
Natural Weapons (Sharp fingernails) – Adds +2 to their Strength in damage.
Shapeshift – Carrionites can disguise themselves as humans, or other races.
Special (Word-Based Magic) - If a Carrionite knows somone/thing's true name, or has a part of them, they can control them (like the Hypnosis Trait). Spending Story Points, the effects can become more drastic. If distracted from the ritual, the connection is severed, and the Carrionite will have to start over.

Skills: Athletics 1, Convince 3, Craft (Sculpture) 1, Fighting 3, Knowledge 3, Medicine 1

Story Points: 4-8

CASSANDRA

Awareness 3 Coordination 1 Ingenuity 5
Presence 4 Resolve 4 Strength 1

Traits:
Cyborg - Relies on life support to survive.
Dependent - Needs constant moisturising.
Gadget (Major) Life Support Frame - Cassandra's frame comes with teleport capabilities when linked with a teleportation field. It also transmits control orders for the robot spiders and the Adherents of the Repeated Meme.
Possession - Using the Psychograft, Cassandra could jump from body to body and control them. This device was so powerful that it even worked against the Doctor. When in control of another being, Cassandra can read their thoughts and pick through their memory.
Slow - The frame glides along the floor but is unable to move very fast. (Speed 0.5)

Skills: Convince 2, Knowledge (Earth History) 1, Survival 4

Story Points: 4

MOTHER BLOODTIDE AND DOOMFINGER

Awareness 3 Coordination 3 Ingenuity 3
Presence 3 Resolve 4 Strength 2

Traits: Alien
Fear Factor (1) - Gains +2 to actively scare.
Flight - In their human form, they can float around on a broomstick (open flight Speed 5).
Immortal - the Carrionites are eternal.
Shapeshift - As well as their aged witch appearance, it is assumed that they can revert to a natural Carrionite form.
Special (Word-Based Magic) - As with a normal Carrionite (see sidebar), they are more powerful gaining a +2 bonus on their rolls. They can also work in conjunction with each other and Lilith (see Cooperation rules, **Gamemaster's Guide** p.38).

Skills: Athletics 1, Convince 3, Craft (Sculpture) 2, Fighting 2, Knowledge 3, Medicine 1, Subterfuge 2

Story Points: 8

ROBOT SPIDERS

PERSONAL ASSISTANTS

CHIP

CATKIND

PERSONAL ASSISTANTS

Awareness 2 Coordination 3 Ingenuity 3
Presence 1 Resolve 4 Strength 2

Traits:
Gadget (Minor) Moisture Sprayer - These sprayers were used to keep Cassandra's skin moist. They also were equipped with acid tanks causing 4 (2/4/6) damage.

Skills: Marksman (Sprayer) 3, Medicine 2, Technology (Life Support) 3

Story Points: 2

ROBOT SPIDERS

Awareness 3 Coordination 4 Ingenuity 5
Presence 1 Resolve 3 Strength 1

Traits:
Climbing - Using their little legs, robot spiders could climb walls and vent shafts.
Networked (Minor) - The robot spiders take orders from Lady Cassandra. She used the Adherents of the Repeated Meme as a relay, but once they were destroyed the spiders reported directly to Cassandra.
Small - The robot spiders are so small that they can fit through small air vents and slots.

Skills: Fighting 3, Technology (Computers) 5

Story Points: 1

CATKIND

Awareness 4 Coordination 4 Ingenuity 3
Presence 3 Resolve 3 Strength 3

Traits: Alien
Alien Appearance (Minor)
Natural Weapons (Minor) – Catkind have very sharp claws that add +2 to their Strength when used in close combat.

Skills: Athletics 3, Convince 1, Fighting 2, Medicine 1, Technology 1, Transport 1 (adjust Skills to suit their occupation).

Story Points: 2-4

THOMAS KINCADE BRANNIGAN (PICTURED)

Skills:
Athletics 3, Fighting 2, Transportation 4

Story Points: 3

CHIP

Awareness 2 Coordination 3 Ingenuity 3
Presence 1 Resolve 3 Strength 2

Traits:
Special (Half-Life) - Because Chip was force-grown his body will only last half the lifespan of a normal human.

Skills: Medicine (Pharmaceuticals) 4, Technology (Psychograft) 2

Story Points: 2

SISTERS OF PLENITUDE

CYBER KING

CYBERMAN

NOVICE HAME

CYBER KING

Traits:
Dependent (Major) - As the Cyber-King, Miss Hartigan could not move from the Cyber-King throne.
Fear Factor (1) – While not as intimidating as a Cyberman, Miss Hartigan as the Cyber-King was spooky enough with her black eyes. She gains a +2 to actively scare someone.
Natural Weapon (Particle Head Beam) - Due to the raw power of the Cyber-King, Miss Hartigan needs to just think it and a particle beam projects from her headpiece. Damage: 10 (5/10/L)
Networked – All the Cybermen in Victorian England were connected to Miss Hartigan. She could bend their will to her own.
Technically Adept

Skills:
Convince 3, Fighting 3, Marksman 2, Medicine 1, Science 3, Technology 4

Story Points: 8

SISTERS OF PLENITUDE

Awareness 4 **Coordination 4** **Ingenuity 3**
Presence 3 **Resolve 3** **Strength 3**

Traits: Alien
Alien Appearance
Natural Weapons - Very sharp claws that add +2 to their Strength in close combat.
Gadget (Minor) Medical Scanner - Scans a life form and present life signs and diagnosis.
Miracle Cure - Able to cure any human disease as long as they have a samplel, +5 to all medical rolls when treating a patient.

Skills: Athletics 3, Convince 1, Fighting 2, Medicine 8, Technology 3

Story Points: 2-4

NOVICE HAME

Awareness 4 **Coordination 4** **Ingenuity 3**
Presence 3 **Resolve 3** **Strength 3**

Traits: Alien
Alien Appearance
Natural Weapons - Very sharp claws that add +2 to their Strength in close combat.
Gadget (Minor) Medical Scanner - Scans a life form and present life signs and diagnosis.
Miracle Cure - Able to cure any human disease as long as they have a samplel, +5 to all medical rolls when treating a patient.
Gadget (Special) Teleportation Bracelet - Can also control local electronics.

Weapon: Submachine Gun 5 (2/5/7)

Skills: Athletics 3, Convince 1, Fighting 2, Marksman-Submachine Gun 3 Medicine 8, Technology 3

Story Points: 2-4

CYBERMAN

Awareness 2 **Coordination 2** **Ingenuity 2**
Presence 3 **Resolve 3** **Strength 7**

Traits: Armour – Reduces damage by 10.
Cyborg
Fear Factor (3) – Gains +6 to actively scare.
Natural Weapon (Electric Grip) – Increases close combat grip damage by +2
Natural Weapon (Particle Beam) - Later Cybermen have arm-mounted particle beams that are deadly - 4(4/L/L).
Networked – Wireless connection to each other and the Cyber Leader/Cyber Controller.
Slow – Speed during chases is reduced to 1.
Technically Adept
Weakness (Minor) (Magnetism) – Strong magnetic forces can harm a Cyberman. Make a Resolve + Strength Roll (Difficulty 18) when exposed to strong magnetic force. A Bad Result means the Emotion Inhibitor shuts down driving Cyberman crazy, where as a Disastrous Result is fatal to the Cyberman

Skills: Convince 2, Fighting 3, Marksman 2, Medicine 1, Science 1, Technology 4

Story Points: 3-6

CYBER CONTROLLER

CYBER LEADER

MISS HARTIGAN

CYBERSHADE

CYBER LEADER

Awareness 3 **Coordination 2** **Ingenuity 3**
Presence 4 **Resolve 4** **Strength 8**

Traits: Armour – The Cyberman's heavy metal armour reduces damage by 12.
Cyborg
Fear Factor (3) – gains +6 to actively scare.
Natural Weapon (Electric Grip) - Increases close combat grip damage by +2
Networked – Wireless connection to all Cybermen and the Cyber Controller.
Slow – Speed during chases is reduced to 1.
Weakness (Minor) (Magnetism) – Strong magnetic forces can harm a Cyberman. The Cyberman should make a Resolve + Strength Roll (**Difficulty 18**) when exposed to strong magnetic force. A Bad Result means the Emotion Inhibitor shuts down, driving Cyberman crazy, where as a Disastrous Result is fatal to the Cyberman
Technically Adept

Skills: Convince 3, Fighting 3, Marksman 2, Medicine 1, Science 3, Technology 4

Story Points: 7

CYBER CONTROLLER

Awareness 3 **Coordination 1** **Ingenuity 6**
Presence 5 **Resolve 5** **Strength 9**

Traits: Armour (Special Trait) - Heavy metal armour reduces damage by 15.
Cyborg
Fear Factor (3) - Gains +6 to actively scare.
Gadget (Special) Cyber Throne - Enhances the Cyber Controller's command and data processing abilities. The throne offers great protection from damage (Armour 14). It can move short distances on its wheels (Speed 1).
Natural Weapon (Electric Grip) - Increases close combat grip damage by +2
Networked - Linked to all the Cybermen. He can see and hear everything they do.
Slow - Speed during chases is reduced to 1.
Technically Adept
Weakness (Minor) (Magnetism) - See card for Cybermen or Cyber Leader.

Skills: Convince 4, Fighting 3, Marksman 2, Medicine 2, Science 4, Technology 5

Story Points: 8

CYBERSHADE

Awareness 4 **Coordination 6** **Ingenuity 1**
Presence 3 **Resolve 3** **Strength 7**

Traits:
Cyborg
Fear Factor (3) - The Cybershades are pretty scary, and gain a +6 on rolls to actively scare someone.
Climbing (Minor Good) - Cybershades are able to scale walls with ease. They gain a +4 to Coordination when climbing.
Networked - Cybershades are usually connected by wireless technology to each other and to their Cyber Leader or Cyber Controller.
Fast (Special) - Cybershades gain a +4 to their movement.

Skills: Fighting 4

MISS HARTIGAN

Awareness 4 **Coordination 2** **Ingenuity 4**
Presence 4 **Resolve 8** **Strength 2**

Traits:
Attractive - Gains +2 when seducing men.
Brave - Gains +2 to any Resolve save.
Distinctive - Miss Hartigan was well known for her bright red dress and her good looks. She always stood out in a crowd. She suffers a -2 when trying to blend in.
Obsession (Major) (Hatred of Men) - So angered by oppressive men, Miss Hartigan was willing to destroy London to see them fall to their knees.

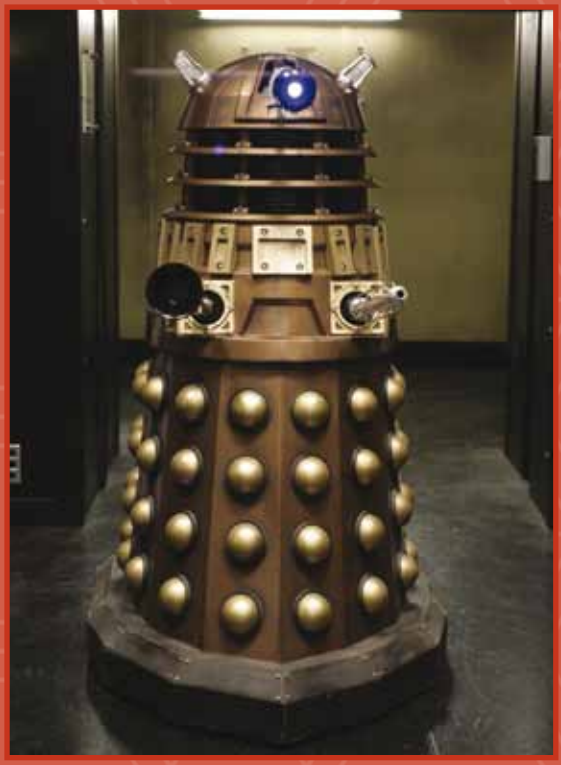
Skills:
Convince 4, Knowledge (London) 3

Story Points: 3

CYBER-SLAVES

MONDAS/TELOS CYBERMEN

DALEK



DALEK MUTANT

MONDAS/TELOS CYBERMEN

Awareness 2 Coordination 3 Ingenuity 3
Presence 3 Resolve 3 Strength 7

Traits: Armour - Reduces damage by 5.
Cyborg
Fear Factor (3) - Gains +6 to actively scare.
Natural Weapon (Particle Beam) - Later Cybermen have arm mounted particle beams that are deadly - 4(4/L/L).
Networked - Wireless connection to each other and the Cyber Leader / Controller.
Slow - Speed during chases is reduced to 1.
Technically Adept
Weakness (Minor) (Gold) - Gold particles are especially lethal to a Cyberman, clogging its respiratory system. Exposure to gold dust should be treated as if the Cyberman is 'drowning' or suffocating in vacuum. Exposure to gold is normally Lethal.

Skills: Convince 2, Fighting 3, Marksman 3, Medicine 2, Science 1, Technology 4

Story Points: 3-6

CYBER-SLAVES

Awareness 2 Coordination 3 Ingenuity 2
Presence 2 Resolve 4 Strength 2*

*** or the same as the enslaved character**

Traits: Dependency (Major) (Cyber Ear-Pieces) - Remove the ear-piece and the Cyber-Slave dies.
Enslaved
Networked - Connected by wireless technology to each other, Cybermen and to their Cyber Leader/Controller.

Skills: Depending on the character, skills may vary. To represent this, skills may be between 1-4

Story Points: 2-3

DALEK MUTANT

Awareness 3 Coordination 3 Ingenuity 4
Presence 3 Resolve 4 Strength 5

Traits: Alien Appearance (Major)
Dependency (Major) - The Dalek mutant is unable to survive outside of its casing for long, and is very vulnerable. After an hour outside, the mutant must make regular Resolve and Strength rolls, with increasing Difficulties (starting at 12) to survive.
Natural Weapon (Poisonous bite) - A mutant's only attack is to bite its prey doing (1/3/4) damage. This bite is often poisonous, although the potency depends on the Dalek in question. By spending a Story point the Dalek is poisonous enough to induce unconsciousness and extreme fever on a successful attack.
Slow - Outside of the armour, a Dalek mutant's movement is limited (Speed 1).
Technically Adept

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Survival 4, Technology 4

Story Points: 2-4

DALEK

Awareness 3 Coordination 2 Ingenuity 4
Presence 4 Resolve 4 Strength 7

Traits: Armour - Reduces damage by 10.
Cyborg
Environmental - Daleks are able to survive in the vacuum of space, or underwater.
Fear Factor (3) - Gains +6 to actively scare.
Flight - Hover at Speed 1, fly at Speed 6.
Forcefield - Damage is reduced by two levels.
Natural Weapon (Exterminator) - Usually kills with a single shot (L(4/L/L)).
Scan - Can interface with computers and living beings and absorb data in great quantities.
Special (Self Destruct) - Causes 6(3/6/9) damage to those within 10m of the explosion.
Special (Emergency Temporal Shift) - Major villain Daleks (such as the Cult of Skaro) can disappear, reappearing randomly anywhere in time and space.
Technically Adept

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4, Survival 4

Story Points: 5-8

DAVROS

DALEK EMPEROR

IMPERIAL GUARD DALEK

ASSAULT DALEK

DALEK EMPEROR

Awareness 3 **Coordination 2** **Ingenuity 4**
Presence 4 **Resolve 4** **Strength 7**

Traits (as Dalek, without Exterminator, but also with):

Huge (Major) - The Emperor Dalek is enormous, and gains +4 to its effective Strength and gains +2 to its Speed (if detached from the command saucer). It does make it easier to hit (+4) and to see (+8).

Skills: Convince 3, Knowledge 5, Marksman 3, Medicine 4, Science 4, Subterfuge 5, Technology 6

Story Points: 6-9

DAVROS

Awareness 2 **Coordination 2** **Ingenuity 7**
Presence 2 **Resolve 6** **Strength 2**

Traits: Boffin
Cyborg
Dependency (Major) - Without his life support chair, he must make regular Resolve and Strength rolls, with increasing Difficulties (starting at 12) to survive.
Fear Factor (1) - Gains +2 to actively scare.
Gadget (Chair) - Has Scan and Transmit Traits
Indomitable - Davros' will is extremely strong
Immortal - Davros' life support chair can keep him alive almost indefinably.
Natural Weapons - Can fire a lethal beam of energy from his remaining hand L (4/L/L)
Obsession - domination of the universe.
Scan - The Dalek scan interface is fitted into Davros' chair. He can connect to computers and living beings to absorb data.
Technically Adept

Skills: Convince 1, Craft 6, Fighting 1, Knowledge 6, Medicine 8, Science 8, Subterfuge 4, Survival 2, Technology 8, Transport 2

Story Points: 10-12

ASSAULT DALEK

Statistics as Dalek, with additional Trait:

Weapon (Fireclaw) - The statistics for Assault Daleks are no different from the basic Dalek, as their claws allow them to do much the same as their manipulator arms. However, they can use the blowtorch to set fire to objects or to burn through doors and other obstacles (doing 5(2/5/7) per Round to a door or barrier).

IMPERIAL GUARD DALEK

Statistics as Dalek, with additional Trait:

Two weapons - An Imperial Guard Dalek may damage two targets each attack rather than one (though both targets must be close to each other due to the configuration of the weapons). They may also cover an area with a spread of fire, affecting anyone in the firing arc, but with a reduced damage of 6(3/6/9).

Story Points: 5-8

SUPREME DALEK

CULT OF SKARO

DALEK SEC/HUMAN HYBRID

PIG SLAVES

CULT OF SKARO

Awareness 3 Coordination 2 Ingenuity 5
Presence 4 Resolve 4 Strength 7

Traits: The Cult of Skaro are among the smartest and technologically adept Daleks. They have all the basic Dalek Traits, plus:

Special (Imaginative Cunning) - The Cult of Skaro are not only intelligent, but imaginative in their tactics. They have a Dalek's pragmatism, but are not bound by pure logic. A Cult of Skaro Dalek can spend a Story Point to predict even the most 'out of the box' plans. By spending the Story Point, a nasty surprise can be waiting for the attackers who think they have created a foolproof anti-Dalek plan.
Special (Emergency Temporal Shift) - The Cult of Skaro also have an 'Emergency Temporal Shift', allowing them to disappear from their current location to appear randomly anywhere in time and space.

Skills: Convince 2, Fighting 4, Knowledge 4, Marksman 4, Medicine 3, Science 4, Survival 4, Technology 5

Story Points: 6-9

SUPREME DALEK

Statistics as Dalek, except for:

Ingenuity 5

Skills: Convince 4, Science 4, Technology 5

Story Points: 10

PIG SLAVES

Awareness 2 Coordination 3 Ingenuity 1
Presence 1 Resolve 3 Strength 4

Traits: Alien Appearance - Pig slaves resemble humans but have the skin colour and head of a pig. They communicate in a grunting language but understand English.

Skills: Athletics 3, Craft 1, Fighting 3, Survival 1, Technology 1

Story Points: 1-3

DALEK SEC/HUMAN HYBRID

In his casing, Dalek Sec has the same Traits as a Cult of Skaro Dalek. He lost these Traits as he gained his humanity but lost nothing of his technological genius. As a Dalek or Hybrid, his Skills remain the same. However, as a Hybrid, his attributes become:

Awareness 3 Coordination 3 Ingenuity 5
Presence 4 Resolve 4 Strength 4

Skills: Convince 4, Fighting 4, Knowledge 4, Marksman 4, Medicine 3, Science 4, Subterfuge 3, Survival 4, Technology 5

Story Points: 6-9

HUMAN DALEK

FACE OF BOE

SON OF MINE

FATHER/MOTHER OF MINE

THE FACE OF BOE

Awareness 4 **Coordination 2** **Ingenuity 6**
Presence 5 **Resolve 4** **Strength 2**

Traits: Alien
Armour - The Face of Boe's chamber is armoured to protect the Face inside.
Dependency (Major) - The Face of Boe is unable to leave his life support chamber. While this is mobile, if the workings are damaged it can be fatal.
Precognition - The Face of Boe has flashes of the future and of other places.
Psychic
Telepathy - The Face of Boe communicates mostly by telepathy.
Voice of Authority - The Face of Boe gains +2 to Presence and Convince rolls when commanding or gaining trust.

Skills: Convince 4, Knowledge 6, Medicine 1, Science 4, Technology 4

Story Points: 12

HUMAN DALEK

Awareness 3 **Coordination 3** **Ingenuity 3**
Presence 3 **Resolve 4** **Strength 3**

Traits:
Indomitable - The strength of two races gives Human Daleks great reserves.
Networked - Human Daleks have a group mind to allow them to work as a team and share information.

Weapon: Exterminator - Human Daleks are armed with Dalek weapon's redesigned as rifles. Like the legendary Dalek weapon, it usually kills with a single shot (L(4/L/L)).

Skills: Athletics 3, Convince 1, Fighting 3, Knowledge 3, Marksman 3, Science 2, Survival 2, Technology 2, Transport 2

Story Points: 3-5

FATHER/MOTHER OF MINE

AKA Farmer Clark/Jenny

Awareness 2 **Coordination 2** **Ingenuity 3**
Presence 2 **Resolve 4** **Strength 4**

Traits: Alien
Alien Senses (Smell) - The Family have an incredibly good sense of smell, gaining +4 to Awareness rolls to allow them to track their prey over great distances.
Fear Factor (1) - Gains +2 to actively scare.
Possess - In their natural form, the Family of Blood are green gaseous forms that can take control of their victims, though this process usually destroys any remnant of the target.
Psychic
Telepathy - The Family remains in telepathic contact with each other.

Weapon: Energy Pistol - L (4/L/L)

Skills: Athletics 2, Convince 1, Fighting 3, Knowledge 1, Marksman 1, Subterfuge 2, Survival 3, Technology 2, Transport 2

Story Points: 10

SON OF MINE

AKA Jeremy Baines

Awareness 3 **Coordination 4** **Ingenuity 4**
Presence 2 **Resolve 4** **Strength 4**

Alien Senses (Smell) - The Family have an incredibly good sense of smell, gaining +4 to Awareness rolls to allow them to track their prey over great distances.
Fear Factor (1) - The Family gain +2 on rolls to actively scare someone.
Possess - In their natural form, the Family of Blood are green gaseous forms that can take control of their victims, though this process usually destroys any remnant of the target.
Psychic
Telepathy - The Family remains in telepathic contact with each other.

Weapon: Energy Pistol - L (4/L/L)

Skills: Athletics 3, Convince 2, Fighting 3, Knowledge 1, Marksman 3, Subterfuge 2, Survival 3, Technology 3, Transport 2

Story Points: 12

DAUGHTER OF MINE

SCARECROW

INFECTED NEW HUMAN 'FLESH'

FOREST OF CHEEM

SCARECROW

Awareness 2 **Coordination 2** **Ingenuity 1**
Presence 1 **Resolve 2** **Strength 4**

Traits: Alien
Dependency - The scarecrows are under the control of the Family of Blood, without them they are lifeless.
Fear Factor (2) - Scarecrows gain +4 on rolls to actively scare someone.

Skills: Athletics 2, Convince 4, Craft (Sculpture) 2, Fighting 3, Knowledge 3, Medicine 1, Subterfuge 2

Story Points: 10

DAUGHTER OF MINE

AKA Lucy Cartwright

Awareness 2 **Coordination 2** **Ingenuity 3**
Presence 2 **Resolve 4** **Strength 4**

Traits: Alien
Alien Senses (Smell) - The Family have an incredibly good sense of smell, gaining +4 to Awareness rolls to allow them to track their prey over great distances.
Fear Factor (1) - Gains +2 to actively scare.
Possess - In their natural form, the Family of Blood are green gaseous forms that can take control of their victims, though this process usually destroys any remnant of the target.
Psychic
Telepathy - The Family remains in telepathic contact with each other.

Weapon: Energy Pistol - L (4/L/L)

Skills: Athletics 2, Fighting 1, Knowledge 1, Subterfuge 4, Survival 2, Technology 1

Story Points: 11

FOREST OF CHEEM

Awareness 4 **Coordination 3** **Ingenuity 3**
Presence 3 **Resolve 4** **Strength 3**

Traits: Alien
Alien Appearance
Armour (Minor) (Lacquered Paper) - Ceremonial armour reduces damage by 5.
Gadget (Special) Digital Assistant (aka Metalmachine) - Can scan a life form and identify its point of origin.
Special (Liana - vine-appendage) - The Walking Trees have appendages they hide from other species. It is located in their arms. When needed, the liana strikes out like a frog's tongue, up to six meters.
Special (Plant Based) - The Forest of Cheem can photosynthesise and create oxygen from carbon dioxide.
Weakness (Extreme Heat) - When in a dry environment with intense heat roll 1d6: 1-3 They dry out and cannot move, 4-6 Their skin combusts turning them into a pile of ash.

Skills: Knowledge (Time War) 4, Fighting 2, Science (Botany) 5

Story Points: 3

INFECTED NEW HUMAN 'FLESH'

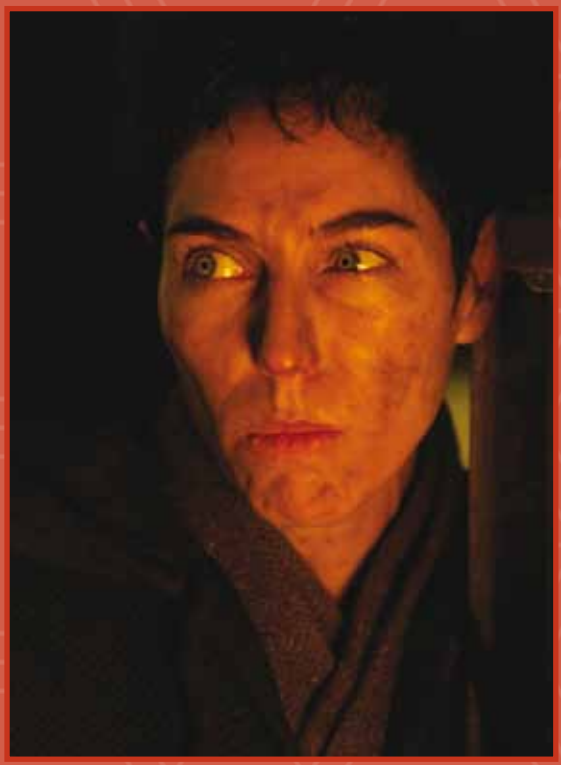
Awareness 2 **Coordination 1** **Ingenuity 1**
Presence 2 **Resolve 2** **Strength 2**

Traits:
Fear Factor (1) - Gets +2 on rolls to actively scare someone.
Natural Weapons (Disease) - With a successful contact of Good or Fantastic, the victim is infected with every disease the Sisters had researched. This is usually instantly fatal: L (4/L/L).

Skills: Athletics 2, Fighting 1

Story Points: 2

FUTUREKIND



GELTH

GRASKE

GELTH ZOMBIES

GELTH

Awareness 4 Coordination 4 Ingenuity 2
Presence 6 Resolve 4 Strength 0

Traits: Alien
Alien Appearance
Immaterial - The Gelth can only exist outside of a gas environment for a few minutes then they must go back into the nearest gas source. The Gelth cannot be affected by physical damage.
Fear Factor (4) - In their gaseous and zombie form, the Gelth are terrifying to behold. They gain a +8 to scare people.
Possession - The Gelth can possess the bodies of the dead (See Gelth Zombie).
Weakness - The Gelth are vulnerable to fire which causes double damage.

Skills: Convince 4, Fighting 4, Knowledge 4

Story Points: 4

FUTUREKIND

Awareness 4 Coordination 4 Ingenuity 2
Presence 2 Resolve 3 Strength 4

Traits:
Brave - The Futurekind are fearless, and receive a +2 bonus to Resolve rolls when facing something scary.
Fear Factor (2) - Futurekind gain +4 on rolls to actively scare someone.
Natural Weapons (Teeth) - Adds +2 to Strength in damage if they bite someone.
Tough - They have a natural toughness that reduces the amount of damage they take from injury by -4.

Weapons: Knives

Skills: Athletics 4, Convince 1, Fighting 4, Knowledge 1, Subterfuge 2, Survival 3

Story Points: 6

GELTH ZOMBIES

Awareness 2 Coordination 1 Ingenuity 2
Presence 6 Resolve 4 Strength 4

Traits: Alien
Alien Appearance
Fear Factor (4) - In their zombie form, the Gelth are terrifying to behold. They gain a +8 to scare people.
Weakness (Fire) - The Gelth are vulnerable to fire which causes double damage.

Skills: Convince 4, Fighting 4, Knowledge 4

Story Points: 3

GRASKE

Awareness 4 Coordination 2 Ingenuity 4
Presence 3 Resolve 2 Strength 2

Traits: Alien
Alien Appearance
Enslaved (minor) - Many Graske have been enslaved by more powerful races.
Gadget (Dimension Pistol) (see Gadget card).
Shapeshift - The Graske can use their alien technology to assume any form they choose.
Teleport - The Graske can teleport at will, transporting themselves (and others) through space and to other dimensions.
Vortex - The Graske have technology which allows them to travel to other times and dimensions.

Skills: Convince 2, Fighting 2, Knowledge 3, Marksman 1, Subterfuge 5, Survival 1, Technology 2, Transport 2

Story Points: 1-3

HATH

HOIX

ISOLUS

JAGRAFESS

HOIX

Awareness 6 **Coordination 6** **Ingenuity 2**
Presence 2 **Resolve 3** **Strength 5**

Traits: Alien
Alien Appearance
Alien Senses (Smell and Sight) - Gains +4 to Awareness rolls that involve these senses.
Armour - Tough skin and body armour reduces damage by 4.
Berserk Rage - When angered, make an Ingenuity and Resolve roll (Difficulty 18). If it fails, it enters a Berserker Rage, ignoring any effects of damage (short of death) and will not stop until it has destroyed the source of its anger. The rage lasts 20 (10/20/30) minutes depending on how badly the roll was failed.
Fear Factor (2) - Gains +4 to actively scare.
Natural Weapons - Razor-sharp claws that can do a great deal of damage (Strength +2).
Tough - Reduces damage to Attributes by 2.
Weakness (Minor) - If hit in the face with a cocktail of chemicals, the Hoix's Awareness is reduced to zero for 1-3 hours (depending upon the roll) and is unable to hunt.

Skills: Athletics 5, Fighting 5, Survival 5.

Story Points: 1-2

HATH

These statistics are for a Hath soldier (like Peck). For other professions, adjust their skills accordingly.

Awareness 3 **Coordination 3** **Ingenuity 3**
Presence 3 **Resolve 4** **Strength 4**

Traits: Alien
Alien Appearance
Armour (Flak Jacket) - Reducing any damage taken to the chest by 4 points.
Empathy
Environmental (Minor) - Aquatic
Special - The Hath wear breathing apparatus on dry land. This acts as a filter that makes them immune to most toxic gasses or to suffocation. It is as if they are wearing a gas mask and have their own air supply.

Weapon: Flame Rifle - L (4/L/L)

Skills: Athletics 3, Fighting 3, Knowledge (Weapons) 3, Marksman 3, Science 1, Subterfuge 1, Survival 2, Technology 2

Story Points: 3-5

THE MIGHTY JAGRAFESS OF THE HOLY HADROJASSIC MAXARODENFOE

Awareness 8 **Coordination 2** **Ingenuity 6**
Presence 4 **Resolve 6** **Strength 10**

Traits:
Adversary (The Freedom Foundation) - These rebels are determined to defeat Satellite 5.
Alien
Alien Appearance
Networked - Linked to the news network and associated chips. It had complete control over Satellite 5 and its zombie slaves.
Fear Factor (4) - Gains +8 to actively scare.
Gadget (Special) Brain Chip and Infospike The Jagrafess could read the thoughts of anyone fitted with an infospike, and can control the person if they were freshly killed, giving the victim a zombie-like appearance.
Weakness - Has a high body temperature. If exposed to heat for even a short period of time it will expand and explode - anyone within a 10m radius takes 10 (5/10/15) damage.

Skills: Convince 2, Knowledge 8, Technology 5

Story Points: 6

ISOLUS

Awareness 3 **Coordination 2** **Ingenuity 2**
Presence 2 **Resolve 4** **Strength 1**

Traits: Alien
Alien Appearance
Environmental - Isolus can survive in the depths of space
Flight
Networked - Telepathically and empathically connected with their siblings, but this power only works in proximity.
Possess - Isolus can control the actions of another being by entering their bodies.
Special (Ionic Power) - Control over ionic energy, which the spores use to create elaborate fantasy worlds to play in with their siblings. The Isolus can use ionic power to create anything they imagine, bring things from that fantasy world to life in the real world. They can also draw other living beings into the fantasy world.
Telepathy

Skills: Craft (ionic constructs) 4

Story Points: 5-8

THE EDITOR

JAGRAFESS ZOMBIES

JUDOON TROOPER

JUDOON CAPTAIN

JAGRAFESS ZOMBIES

Awareness 1 **Coordination 2** **Ingenuity 1**
Presence 1 **Resolve 1** **Strength 2**

Traits:
Fear Factor (1) - While looking alive, the frosted skin and lack of body language is enough to unnerve anyone. It gains a +2 to actively scare someone.
Gadget (Special) Brain Chip - A small neural chip in the skull allows the Jagrafess to control the zombies. Destroy the chip or jam the signal and they die.
Networked - The zombies are directly linked to the Jagrafess and are under its control.

Skills: Fighting 2, Technology 3

Story Points: 1

THE EDITOR

Awareness 6 **Coordination 2** **Ingenuity 5**
Presence 2 **Resolve 3** **Strength 2**

Traits:
Adverary (The Freedom Foundation) - This small band of rebels is determined to bring down Satellite 5. The last of them died at the hands of the Jagrafess.
Environmental (Cold)
Networked - The Editor was linked to the news network. He could actually sense if information was wrong. He gains a +4 to detect irregularities in data.

Skills: Convince 2, Knowledge 5, Technology 4

Story Points: 2

JUDOON CAPTAIN

Awareness 3 **Coordination 2** **Ingenuity 4**
Presence 4 **Resolve 5** **Strength 8**

Traits: Alien
Alien Appearance
Armour - Reduces damage by 5.
Code of Conduct - Uphold the Law.
Fear Factor (2) - Gains +4 to actively scare.
Gadgets (Translator/Genetic Scanner) - The Translator works on all languages after it has been identified. The genetic scan provides a +3 bonus when identifying species.
Slow - Speed 1.
Special - A large lung capacity allows them to survive without air, or within a poisonous environment, for far longer than a human.
Voice of Authority - The Captain's commanding voice provides +2 to Presence and Convince rolls.

Weapon: The Judoon Blaster - L (4/L/L)

Skills: Athletics 1, Convince 3, Fighting 3, Knowledge (Galactic Law) 4, Marksman 3, Survival 2, Technology 2, Transport 3

Story Points: 6-8

JUDOON TROOPER

Awareness 2 **Coordination 2** **Ingenuity 3**
Presence 4 **Resolve 5** **Strength 8**

Traits: Alien
Alien Appearance
Armour - Reduces damage by 5.
Code of Conduct - Uphold the Law.
Fear Factor (2) - Gains +4 to actively scare.
Gadgets (Translator/Genetic Scanner) - The Translator works on all languages after it has been identified. The genetic scan provides a +3 bonus when identifying species.
Slow - Speed 1.
Special - A large lung capacity allows them to survive without air, or within a poisonous environment, for far longer than a human.

Weapon: The Judoon Blaster - L (4/L/L)

Skills: Athletics 1, Convince 3, Fighting 3, Knowledge (Galactic Law) 2, Marksman 3, Survival 2, Technology 2, Transport 3

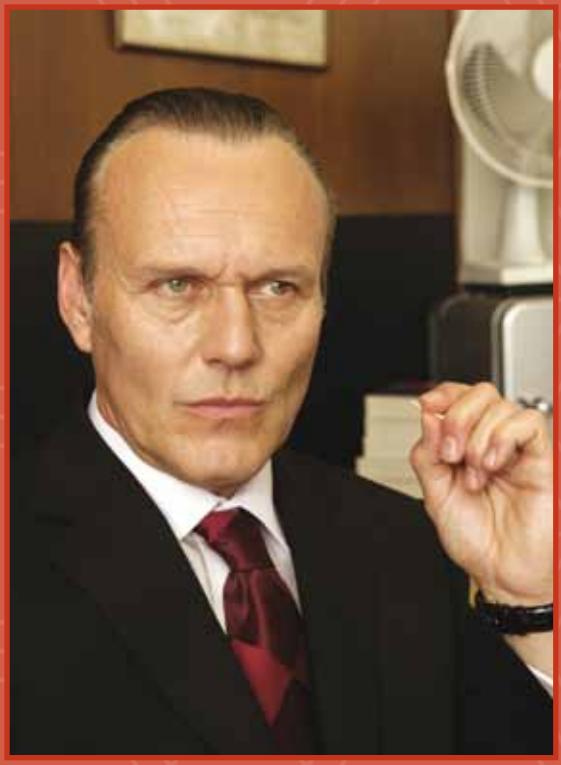
Story Points: 3-5

FATHER ANGELO AND THE BRETHREN

WEREWOLF

KRILLITANE

MR FINCH/BROTHER LASSAR



WEREWOLF

Awareness 5 **Coordination 5** **Ingenuity 3**
Presence 4 **Resolve 3** **Strength 7**

Traits: Alien
Alien Appearance
Alien Senses (Hearing, Sight, Smell) - The werewolf gains a +4 to all Awareness rolls.
Climbing (Minor) - can climb most surfaces and gains +4 to all climb rolls.
Fear Factor (3) - Gains +6 to scare people.
Immune - Almost immune to physical damage. Damage is reduced by 5, and it heals 1 point of physical damage every other Round.
Infection (Major) - If it does enough damage to penetrate armour, the curse of becoming a werewolf may be passed on (see p.104).
Natural Weapons - +2 to Strength damage.
Phobia (Mistletoe) - The werewolf will avoid mistletoe at all costs.
Shapeshift - From human to humanoid wolf, but only during a full moon.
Weakness - High Density Moonlight: a high concentration of moonlight is fatal.

Skills: Athletics 3, Fighting 4

Story Points: 5

FATHER ANGELO AND THE BRETHREN

Awareness 2 **Coordination 3** **Ingenuity 3**
Presence 2 **Resolve 4** **Strength 3**

Traits: Code of Conduct
Quick Reflexes
Tough

Weapons: Staff (+2 to Strength in Damage, two handed)

Skills: Athletics 3, Fighting 4, Medicine 3

Story Points: 2

MR FINCH/BROTHER LASSAR

Awareness 4 **Coordination 3** **Ingenuity 5**
Presence 4 **Resolve 4** **Strength 3**

Traits: Alien
Alien Appearance
Alien Senses - Sensitive sonar hearing, +4 bonus to Awareness related rolls.
Fear Factor (1) - Gains +2 to actively scare.
Flight (Wings) - Their hovering is poor, but they have a Speed of 9 when flying in the open.
Natural Weapons (Teeth and Claws) - Adds +2 to close combat damage.
Shape Shift (Major) - Have a limited disguise of the species they are trying to conquer.
Special (Steal Racial Traits) - See **Aliens and Creatures** p.58.
Weakness (Major) (Krillitane Oil) - Contact instantly inflicts 4 levels of Damage, then 4 Damage per Round until it is washed off.
Weakness (Minor) (Loud Noises) - All actions at -2 penalty. Very loud noises leave them unable to act unless they spend a Story point.

Skills: Athletics 4, Convince 4, Fighting 3, Knowledge (Alien Races) 4, Subterfuge 2, Survival 4, Technology 2

Story Points: 6

KRILLITANE

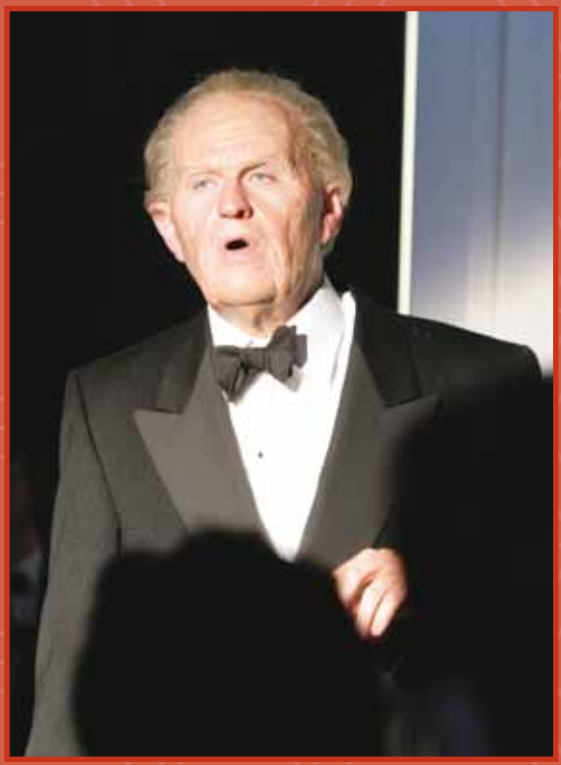
Awareness 4 **Coordination 3** **Ingenuity 3**
Presence 3 **Resolve 3** **Strength 4**

Traits: Alien
Alien Appearance
Alien Senses - Sensitive sonar hearing, +4 bonus to Awareness related rolls.
Fear Factor (2) - Gains +4 to actively scare.
Flight (Wings) - Their hovering is poor, but they have a Speed of 9 when flying in the open.
Natural Weapons (Teeth and Claws) - Adds +2 to close combat damage.
Shape Shift (Major) - Have a limited disguise of the species they are trying to conquer.
Special (Steal Racial Traits) - See **Aliens and Creatures** p.58.
Weakness (Major) (Krillitane Oil) - Contact instantly inflicts 4 levels of Damage, then 4 Damage per Round until it is washed off.
Weakness (Minor) (Loud Noises) - All actions at -2 penalty. Very loud noises leave them unable to act unless they spend a Story point.

Skills: Athletics 4, Convince 3, Fighting 3, Knowledge (Alien Races) 2, Survival 2, Technology 2

Story Points: 2-4

PROFESSOR LAZARUS



LAZARUS CREATURE

MACRA

MALMOOTH/CHANTHO

LAZARUS CREATURE

Awareness 3 Coordination 6 Ingenuity 2
Presence 2 Resolve 5 Strength 8

Traits:
Additional Limbs - The Lazarus creature has an additional pair of arms, and a prehensile tail.
Alien Appearance
Climbing (Major) - The creature can climb walls and across ceilings with ease.
Fear Factor (3) - The creature is terrifying to behold, gaining +6 on rolls to actively scare.
Natural Weapons (Bite, Clawed Arms, Stinger Tail) - Each gains +2 to Strength in damage.
Shapeshift - Lazarus changes into the creature when he needs to feed or enraged in a matter of moments.

Skills: Athletics 3, Fighting 3, Survival 1

Story Points: 12

PROFESSOR LAZARUS

Awareness 3 Coordination 2 Ingenuity 6
Presence 3 Resolve 3 Strength 2

Traits:
Boffin - Lazarus is able to create fantastic devices and gadgets, including the Genetic Manipulation Device.
Charming - Lazarus gains +2 to Presence when trying to charm or manipulate his way.
Friends (Harold Saxon) - Lazarus has been aided with the technological knowledge of the Master in his guise as Harold Saxon.
Obsession (Major) - Lazarus is obsessed with staying young and becoming immortal.
Technically Adept - He's good with gadgets and technology, gaining +2 on Technology rolls.

Skills: Convince 4, Knowledge 2, Medicine 6, Science 5, Technology 6

Story Points: 6

MALMOOTH/CHANTHO

Awareness 3 Coordination 3 Ingenuity 3
Presence 2 Resolve 1 Strength 2

Traits:
Alien
Alien Appearance
Armour - The Malmooth's skin is slightly armoured, giving -2 on any damage taken.
Charming - Gains +2 on Presence rolls.
Special (Food Storage) - The Malmooth can exist for days without needing to eat or drink, surviving on their internal milk. For every day after the first they fast, they will have to make a Resolve and Strength roll, with a +4 bonus (Difficulty 9 +1 for every additional day). Failing means a single point of damage.
Technically Adept - Gains +2 on Technology rolls.

Skills: Athletics 1, Craft 2, Medicine 2, Science 2, Technology 2 (skills depend upon the Malmooth in question, these are for Chantho).

Story Points: 6

MACRA

Awareness 2 Coordination 3 Ingenuity 1
Presence 4 Resolve 3 Strength 14

Traits:
Additional Limbs - The Macra have six legs and two huge, clawed appendages and gain +4 to their effective Speed.
Alien
Alien Appearance
Armour (Shell) - Reduces damage by 10.
Dependency (Gas) - The Macra need to feed on gases to survive.
Fear Factor (3) - Gains +6 to actively scare.
Huge (Major) - The Macra are enormous, and gain +4 to their effective Strength (added into the Attributes above), and gains +2 to their Speed. It does make them easier to hit (+4) and to see (+8) when not shrouded in smog.
Natural Weapon (Claws) - Gains +2 to Strength in damage.
Weakness (Minor): Bright Light - Temporarily blinds (reduces Awareness to zero).

Skills: Fighting 3

Story Points: 5-8

NANOGENE ZOMBIES

OOD

OOD SIGMA

PLASMAVORE/FLORENCE FINNEGAN

OOD

Awareness 4 **Coordination 2** **Ingenuity 2**
Presence 2 **Resolve 1** **Strength 4**

Traits: Alien
Alien Appearance
Enslaved - Even free they are driven to serve.
Gadget (Translator Orb) - Ood enslaved by Ood Operations have a Translator Orb instead of their second brain. This instantly translates all alien languages.
Natural Weapon (Translator Orb) - The orb can deliver a deadly shock in close combat - Strength +2 damage every Round the orb is in contact. This also stuns the victim - they can't react or act without spending a Story Point.
Psychic
Telepathy
Weakness (Major) - Little resistance to possession or mind control. Any rolls to resist suffer a -4 penalty. This Weakness is lost if the hive-brain is in contact with the Ood.

Skills: Athletics 1, Craft (Singing) 3, Fighting 1, Medicine 2, Survival (Arctic) 2, Technology 1, Transport 1

Story Points: 1-4

NANOGENE ZOMBIES

Awareness 2 **Coordination 1** **Ingenuity 1**
Presence 2 **Resolve 2** **Strength 2**

Traits:
Fear Factor (1) - Gains +2 to actively scare.
Infection - The Nanogenes are communicable with a single touch. If infected (see Infection Trait, p.104) the victim will become another zombie within a matter of hours.

Skills: Athletics 2, Fighting 1

Story Points: 2

PLASMAVORE/FLORENCE FINNEGAN

Awareness 2 **Coordination 2** **Ingenuity 4**
Presence 3 **Resolve 2** **Strength 3**

Traits: Alien
Dependency - The Plasmavore needs to drink blood regularly or it will take damage. After six hours without consuming blood, the plasmavore will take a point of damage every hour until it feeds. Once it has fed, it will heal all of the damage taken this way.
Shapeshift (Minor) - After drinking its blood, they can adopt a being's form.

Skills: Athletics 2, Fighting 2, Medicine 1, Technology 2, Transport 2

Story Points: 5

OOD SIGMA

Awareness 4 **Coordination 2** **Ingenuity 4**
Presence 3 **Resolve 3** **Strength 4**

Traits: Alien
Alien Appearance
Enslaved - Even free they are driven to serve.
Gadget (Translator Orb) - Ood enslaved by Ood Operations have a Translator Orb instead of their second brain. This instantly translates all alien languages.
Natural Weapon (Translator Orb) - The orb can deliver a deadly shock in close combat - Strength +2 damage every Round the orb is in contact. This also stuns the victim - they can't react or act without spending a Story Point.
Psychic
Telepathy
Weakness (Major) - little resistance to possession or mind control. Any rolls to resist suffer a -4 penalty. This Weakness is lost if the hive-brain is in contact with the Ood.

Skills: Athletics 1, Craft (Singing) 3, Fighting 2, Medicine 2, Survival (Arctic) 2, Technology 2, Transport 2

Story Points: 6

PYROVILE

SIBYLLINE PRIESTESS/ PYROVILE CONVERT

SIBYLLINE SISTER

PYROVILE

Giant Pyrovile

Awareness 2	**Coordination 2**	**Ingenuity 3**
Presence 3	**Resolve 6**	**Strength 10**

Young Pyrovile

Awareness 3	**Coordination 3**	**Ingenuity 3**
Presence 3	**Resolve 4**	**Strength 6**

Traits: Alien
Alien Appearance
Alien Senses
Armour (Special) - Made of stone, the Pyrovile is immune to most physical damage.
Environmental - Fire and heat.
Immunity - Flame, fire and heat.
Natural Weapon (Flaming breath) - L (4/L/L).
Networked
Psychic
Possess - If victim inhales Pyrovile essence.
Slow Reflexes
Weakness - Water and cold.

Skills: Athletics 2, Craft 1, Fighting 3, Science 2, Survival 2, Technology 2

Story Points: 3-5

SIBYLLINE SISTER

Awareness 4	**Coordination 3**	**Ingenuity 3**
Presence 3	**Resolve 4**	**Strength 2**

Traits:
Precognition
Psychic
Special - May communicate telepathically at will with other Sibylline sisters.

Weapon: None usually, but may wield a sacrificial knife (+2 to Strength in Damage)

Skills: Athletics 2, Convince 2, Fighting 1, Knowledge (Prophesy) 4, Subterfuge 2

Story Points: 3-5

SIBYLLINE PRIESTESS/ PYROVILE CONVERT

Awareness 3	**Coordination 3**	**Ingenuity 3**
Presence 3	**Resolve 4**	**Strength 4**

Traits: Alien
Alien Appearance
Armour - Made of stone, though not as solid or indestructible as a full Pyrovile, the skin reduces damage by 5, but is often brittle and shatters easily.
Environmental - Fire and heat.
Networked
Psychic

Skills: Athletics 1, Convince 2, Fighting 2, Knowledge 2, Science 1, Subterfuge 2, Survival 2, Technology 1

Story Points: 3-5

RACNOSS

SLAB

SLITHEEN

SONTARAN TROOPER

SLAB

Awareness 2 **Coordination 3** **Ingenuity 1**
Presence 3 **Resolve 3** **Strength 5**

Traits: Armour - The lack of vital organs in a Slab reduces damage by 5.
Robot
Technically Adept
Weakness (Minor) - High Levels of Radiation are instantly lethal to Slabs – unfortunately, such levels can also be lethal to everyone else in the area as well.

Skills: Athletics 5, Fighting 4, Subterfuge 1.

Story Points: None.

RACNOSS

Awareness 3 **Coordination 4** **Ingenuity 4**
Presence 3 **Resolve 5** **Strength 9**

Traits: Additional Limbs - The Racnoss have eight legs and two manipulator arms.
Alien
Alien Appearance
Keen Senses (Sight) - The Racnoss have four eyes, giving them +2 on Awareness rolls that use their sight.
Natural Weapons (Bite and Stab) - The Racnoss have sharp teeth and limbs, and gain +2 to damage in close combat.
Special (Webbing) - The Racnoss can produce webs like a spider, making traps or strong rope-like webs to hang from. The stickiness is equal to a Strength of 5, and it can support over a 1000Kgs.
Tough - The Racnoss are tough, reducing damage taken by 2.

Skills: Athletics 5, Craft 2, Fighting 2, Knowledge 2, Technology 2, Transport 4

Story Points: 8

SONTARAN TROOPER

Awareness 3 **Coordination 4** **Ingenuity 3**
Presence 4 **Resolve 6** **Strength 6**

Traits: Adversary - The Rutans.
Alien
Alien Appearance
Brave - Gains +2 to Resolve rolls against fear.
By the Book - Never disobey a superior's order.
Tough - Reduce any damage to Attributes by 2.
Weakness (Minor) - A single hit to the probic vent on the back of their neck (-4 penalty to hit) disables a Sontaran (effects like a normal Stun). The Sontaran needs to be facing away.

Weapons: Sontaran Rifle L (4/L/L), Shock Staff S (S/S/S)

Armour: Reduces damage taken by 5. Some also have the Invisible Trait (Special) built in as a Gadget, but this is rare.

Skills: Athletics 2, Convince 2, Fighting 5, Marksman 5, Medicine 1, Science 4, Subterfuge 3, Survival 4, Technology 2, Transport 3

Story Points: 3-5

SLITHEEN

Awareness 3 **Coordination 3** **Ingenuity 3**
Presence 4 **Resolve 5** **Strength 8**

Traits: Alien
Alien Appearance
Alien Senses (Smell) - Gains +2 bonus on Awareness rolls that involve smell.
Fear Factor (2) - Gains +4 to actively scare.
Natural Weapons - Massive claws (Strength +2). Females can fire a poisoned dart from their finger (Coordination + Marksman to hit, 5(2/5/7) – damage includes poison) and breathe a cloud of poisonous gas at a close target, 3(1/3/4) once every seven days.
Outcast - Cast out from their homeworld. If they return, they will be executed.
Shapeshift (Minor) - Can use compression fields and skin-suits to disguise themselves.
Weakness (Major) - Acetic acid. Contact does 4 levels of damage every Round. Losing too many Attributes results in an explosion.

Skills: Athletics 2, Convince 2, Fighting 3, Medicine 2, Science 2, Subterfuge 4, Survival 2, Technology 2, Transport 3

Story Points: 3-5

GENERAL STAAL

COMMANDER SKORR

SWARM

SYCORAX

COMMANDER SKORR

Awareness 3 **Coordination 4** **Ingenuity 4**
Presence 4 **Resolve 6** **Strength 6**

Traits: Adversary - The Rutans.
Alien
Alien Appearance
Brave - Gains +2 to Resolve rolls against fear.
By the Book - Never disobey a superior's order.
Impulsive - Skorr leaps into battle without a care for the consequences.
Tough – Reduce all damage to Attributes by 2.
Voice of Authority - Gains +2 on Presence rolls to command troops.
Weakness (Minor) - A single hit to the probic vent on the back of their neck (-4 penalty to hit) disables a Sontaran (effects like a normal Stun). The Sontaran needs to be facing away.

Weapons: Sontaran Rifle - L (4/L/L)

Armour: Reduces damage taken by 5.

Skills: Athletics 2, Convince 2, Fighting 5, Marksman 5, Medicine 1, Science 4, Subterfuge 4, Survival 4, Technology 3, Transport 3

Story Points: 10

GENERAL STAAL

Awareness 4 **Coordination 4** **Ingenuity 5**
Presence 5 **Resolve 6** **Strength 6**

Traits: Adversary - The Rutans.
Alien
Alien Appearance
Brave - Gains +2 to Resolve rolls against fear.
By the Book – never disobeys a superior's order.
Tough - Reduce any damage to Attributes by 2.
Voice of Authority - Gains +2 to Presence rolls to command.
Weakness (Minor) - A single hit to the probic vent on the back of their neck (-4 penalty to hit) disables a Sontaran (effects like a normal Stun). The Sontaran needs to be facing away.

Weapon: Shock Staff - S (S/S/S)

Armour: Reduces damage taken by 5.

Skills: Athletics 2, Convince 4, Fighting 5, Marksman 5, Medicine 1, Science 4, Subterfuge 4, Survival 4, Technology 4, Transport 3

Story Points: 12

SYCORAX

Awareness 3 **Coordination 4** **Ingenuity 3**
Presence 4 **Resolve 4** **Strength 5**

Traits: Alien
Alien Appearance
Armour (Bone armour) - Reduces damage by 5. The gauntlet contains remote technology for the Sycorax ship.
Code of Conduct - The Sycorax adhere to a strict law of trial by combat and honour the outcome.
Fear Factor (1) - Gains +2 to actively scare.
Special (Blood Control Technology) - Similar to the Major Hypnosis Trait, the Blood Control Technology allows the Sycorax to place those of a certain blood into a susceptible state.

Weapons: Sword (+4 to Strength in Damage, two handed), Energy Whip (+2 to Strength in Damage per Round in Contact).

Skills: Athletics 3, Convince 2, Fighting 4, Medicine 2, Science 2, Technology 3, Transport 1

Story Points: 3-5

SWARM

Awareness 3 **Coordination 4** **Ingenuity 2**
Presence 2 **Resolve 3** **Strength 5**

Traits: Alien
Alien Appearance
Armour - Metal skin is reduces damage by 10.
Environmental - Can survive in space or through the harsh environment of a wormhole.
Flight (Major) - Can fly at great speeds, building enough energy to rip a hole in space.
Natural Weapons (Teeth) - Damage is Strength +2 for a bite, but the swarm acts as a whole. Being exposed to the whole swarm is usually fatal.
Networked - Acts as one massive entity.
Quick Reflexes
Special (Wormholes) - The Swarm can travel so fast that they can rip a hole in space allowing them to travel to distant planets. This acts like the Alien Vortex Trait (see p.108) only allowing the Swarm to move through space, rather than through time.

Skills: Athletics 5, Fighting 5, Survival 5

Story Points: 2-4

SYCORAX LEADER

TOCLAFANE

TRITOVORE

VASHTA NERADA

TOCLAFANE

Awareness 4 **Coordination 6** **Ingenuity 2**
Presence 2 **Resolve 2** **Strength 2**

Traits: Alien
Alien Appearance
Armour (Major) - Reduces damage by 10. Only after it has been disabled can the sphere be opened.
Environmental - Can survive in space or underwater.
Flight - In the open they have a Speed of 18.
Natural Weapons - The Toclafane spheres can deploy multiple blades (that do Strength +2 damage) and can fire an energy pulse weapon 5(2/5/7).
Weakness - There is a precise electrical current (58.5 kilo-ampere transferred charge of 510 megajoules) that will disable a sphere. It is not common, except in lighting strikes or in specially manufactured weapons. If hit, the sphere is completely disabled, though the occupant is not killed.

Skills: Athletics 6, Fighting 4, Marksman 2

Story Points: 1-2

SYCORAX LEADER

Awareness 4 **Coordination 4** **Ingenuity 3**
Presence 5 **Resolve 4** **Strength 5**

Traits: Alien
Alien Appearance
Armour (Bone armour) - Reduces damage by 5. The gauntlet contains remote technology for the Sycorax ship.
Code of Conduct - The Sycorax adhere to a strict law of trial by combat and honour the outcome.
Fear Factor (1) - Gains +2 to actively scare.
Special (Blood Control Technology) - Similar to the Major Hypnosis Trait, the Blood Control Technology allows the Sycorax to place those of a certain blood into a susceptible state.

Weapons: Sword (+4 to Strength in Damage, two handed), Energy Whip (+2 to Strength in Damage per Round in Contact).

Skills: Athletics 3, Convince 2, Fighting 5, Medicine 2, Science 2, Technology 3, Transport 1

Story Points: 10

VASHTA NERADA

The 'Shadows that melt the flesh' don't really need any specific statistics (see p.83). However, Awareness can be used to determine if they have noticed you, and Coordination is useful for chases.

Awareness 3 **Coordination 3** **Ingenuity 1-8**
Presence 1-4 **Resolve 1-3** **Strength 0**

Traits: Alien
Alien Senses
Fear Factor (2) - Vashta Nerada give good reason to be afraid of shadows, +4 to scare
Flight (Minor) - Speed 1.
Immunity (all physical attacks)
Natural Weapon - Touching the swarm or an infected shadow does (4/L/L) damage
Networked
Special - Almost invisible, Very Difficult to detect in shadows

Skills: Athletics 2, Subterfuge 5

Story Points: 3-5

TRITOVORE

Awareness 4 **Coordination 2** **Ingenuity 3**
Presence 2 **Resolve 3** **Strength 4**

Traits: Alien
Alien Appearance
Keen Senses (Sight) - The Tritovore's compound eyes give them +2 to rolls when using their sight
Technically Adept - Tritovore gain +2 on Technology rolls
Unattractive - The Tritovore looks like a big fly, and may receive a -2 penalty on some social rolls

Skills: Craft 2, Knowledge 1, Marksman 2, Medicine 1, Science 2, Survival 3, Technology 3, Transport 4

Story Points: 4-6

SPACESUIT ZOMBIE

VESPIFORM

WEEPING ANGEL

THE WIRE

VESPIFORM

Awareness 3 **Coordination 3** **Ingenuity 3**
Presence 2 **Resolve 3** **Strength 4**

Traits: Alien
Alien Appearance
Keen Senses (Sight) - The Vespiform gains +2 to rolls when using their sight
Natural Weapon (Stinger) - The stinger is sharp, providing +4 to Strength in damage, but it also delivers a deadly poison that is usually lethal 4 (4/L/L) if the stinger does enough damage to penetrate any armour
Shapeshift - The Vespiform can appear as another form to blend into a planet's society. When angered, it will usually transform back to its natural form
Weakness - The Vespiform cannot swim and falling into water is fatal

Skills: Craft 2, Knowledge 3, Marksman 1, Medicine 2, Survival 3, Technology 2, Transport 2

Story Points: 4-6

SPACESUIT ZOMBIE

Awareness 3 **Coordination 3** **Ingenuity 3**
Presence 3 **Resolve 4** **Strength 4**

Traits: Alien
Alien Senses
Fear Factor (2) - A skeleton in a space suit gets +4 to actively scare
Immunity (all physical attacks)
Natural Weapon (Release shadow swarms of Vashta Nerada) - 4 (4/L/L)
Networked

Skills: Athletics 1, Fighting 2, Subterfuge 2

Story Points: 3-5

THE WIRE

Awareness 6 **Coordination -** **Ingenuity 7**
Presence 7 **Resolve 7** **Strength -**

Traits: Alien
Fear Factor - Gains +2 to actively scare.
Immaterial - A being of pure energy.
Psychic
Special (Energy Being) - Can't be physically interact or beharmed. Can transport herself via televisual signals. With enough power, can be in more than one place at a time.
Special (Mental Drain) - Uses energy tendrils to absorb the mental energy. This is a conflict between The Wire's Resolve + Convince vs. the victim's Resolve + Ingenuity. During the conflict, the victim is paralysed. If the drain is successful, the victim is left mindless and faceless, and their consciousness is stored as energy by The Wire. If the Wire is defeated, her victims' minds, and faces, are restored.
Voice of Authority - Gains +2 to Presence and Convince rolls to get people to do what she wants.

Skills: Convince 4, Knowledge (Alien Cultures) 3, Technology (Electronics) 7

Story points: 8-12

WEEPING ANGEL

Awareness 3 **Coordination 4** **Ingenuity 2**
Presence 3 **Resolve 3** **Strength 2**

Traits: Alien
Alien Appearance
Fast - The Weeping Angels are so fast that they move almost instantly, that is, unless they are seen.
Special (Temporal Exile) - The Angels feed by sending people back in time so they die of natural causes before their current existence. A successful attack on someone (Good or Fantastic Result) will send the target back a number of years equal to their estimated remaining lifespan. A Success may have some temporal effect, but not as severe.
Weakness (Being Seen) - If the Angel is seen by anyone, quantifying its existence, it cannot move.

Skills: Fighting 2, Knowledge 4, Subterfuge 4

Story Points: 6-8